

Claims:

1. In an electronic device that provides an on-line educational course, a method comprising:

5 providing an interactive match game applet, wherein said applet generates a graphical user interface displaying a set of images and a set of descriptions and allows a user to connect a first image and a first description that the user believes to correspond to the first image; and

forwarding the applet from the electronic device to a remote client.

10 2. The method of claim 1, wherein the applet renders a line between the first image and the corresponding description selected by the user to display an association made by the user.

3. The method of claim 2, wherein said applet provides feedback to the user indicating
15 the accuracy of the association made by the user.

4. The method of claim 3, wherein said applet permits a predetermined number of attempts by the user to each image in the set of images with a corresponding description.

20 5. The method of claim 4, wherein said applet automatically displays a correct answer to the user after the user surpasses said predetermined number of attempts.

6. The method of claim 4, wherein said applet prevents the user from interacting with the applet after said predetermined number of attempts.

25

7. In an electronic device that provides an on-line educational course, a method comprising:

receiving a request for a Web page at the electronic device from a remote client;
and

30 in response to said receiving step, sending a Web page containing a match game applet embedded therein to the remote client, wherein said applet generates a WEB PAGE including a set of images and a set of descriptions, wherein said Web page

8. The method of claim 7, wherein said Web page comprises a page of an on-line educational course.

10. The method of claim 7, wherein the match game applet includes a definition file defining a correct answer to the question.

12. A computer-readable medium for use in an electronic device that provides an on-line educational course, comprising

13. The computer-readable medium of claim 12, wherein the instructions are executable on a virtual machine.

15. The computer-readable medium of claim 11, wherein the medium includes hypertext markup language (HTML) code to reference the applet.

16. The computer-readable medium of claim 15, further comprising a definition file indicating a correct answer for said question, said definition file being separate from the HTML code to prevent the user from obtaining the correct answer by looking at the HTML code.

5

17. An electronic device for providing an on-line educational course comprising
a processor;
a display screen; and
a memory including a Web page having an interactive match game applet

10 embedded therein, wherein said processor executes said match game applet to generate a graphical user interface on said display screen, said graphical user interface displaying a set of images, a set of descriptions and instructions to a user to match an image from the set of images with a corresponding description from the set of descriptions.

15 18. The electronic device of claim 17, further comprising a browser for locating and displaying said Web page.

19. The electronic device of claim 18, further comprising a network connection for connecting said electronic device to a computer network.

20

20. The electronic device of claim 17, further comprising input media to allow the user to enter said answer.

RECEIVED SEP 03 2000